Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Xpert on Sun, 20 Oct 2013 13:11:17 GMT
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ExEric3 wrote on Sun, 20 October 2013 05:15Xpert wrote on Sun, 20 October 2013 03:23
Huh? Dragonade already has this implemented.

Are you sure? I don't get warning messages and sounds on Dragonade.

LOL? Then you broke something. They already exist in Dragonade. See for yourself. Rencorner runs Dragonade. The building health sounds will play.